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| RULE 1 : IF temperature IS too\_cold AND target IS too\_cold THEN command IS no\_change; |
| RULE 2 : IF temperature IS hot AND target IS too\_cold THEN command IS cool; |
| RULE 3 : IF temperature IS too\_hot AND target IS too\_cold THEN command IS cool; |
| RULE 4 : IF temperature IS cold AND target IS too\_cold THEN command IS cool; |
| RULE 5 : IF temperature IS warm AND target IS too\_cold THEN command IS cool; |
| RULE 6 : IF temperature IS too\_cold AND target IS cold THEN command IS heat; |
| RULE 7 : IF temperature IS warm AND target IS cold THEN command IS cool; |
| RULE 8 : IF temperature IS hot AND target IS cold THEN command IS cool; |
| RULE 9 : IF temperature IS too\_hot AND target IS cold THEN command IS cool; |
| RULE 10 : IF temperature IS cold AND target IS cold THEN command IS no\_change; |
| RULE 11 : IF temperature IS too\_cold AND target IS warm THEN command IS heat; |
| RULE 12 : IF temperature IS cold AND target IS warm THEN command IS heat; |
| RULE 13 : IF temperature IS hot AND target IS warm THEN command IS cool; |
| RULE 14 : IF temperature IS too\_hot AND target IS warm THEN command IS cool; |
| RULE 15 : IF temperature IS warm AND target IS warm THEN command IS no\_change; |
| RULE 16 : IF temperature IS too\_cold AND target IS hot THEN command IS heat; |
| RULE 17 : IF temperature IS cold AND target IS hot THEN command IS heat; |
| RULE 18 : IF temperature IS warm AND target IS hot THEN command IS heat; |
| RULE 19 : IF temperature IS hot AND target IS hot THEN command IS no\_change; |
| RULE 20 : IF temperature IS too\_hot AND target IS hot THEN command IS cool; |
| RULE 21 : IF temperature IS too\_hot AND target IS too\_hot THEN command IS no\_change; |
| RULE 22 : IF temperature IS hot AND target IS too\_hot THEN command IS heat; |
| RULE 23 : IF temperature IS warm AND target IS too\_hot THEN command IS heat; |
| RULE 24 : IF temperature IS cold AND target IS too\_hot THEN command IS heat; |
| RULE 25 : IF temperature IS too\_cold AND target IS too\_hot THEN command IS heat; |